

Gaim Ralla Escort Carrier

SPECS

Class: Medium Ship
In Service: 2251
Point Value: 425
Ramming Factor: 80
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 4
Initiative Penalty: 0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Light Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-5: Medium Pulse Cannon
6-7: Light Pulse 4 or 5
8-10: Hangar
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-3: Main Thrust
4-5: Cargo A
6-7: Cargo B
8-9: Light Pulse 6
10-11: Light Pulse 7
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

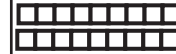
1-7: Port/Stb Thrust
8-9: Light Pulse 3
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

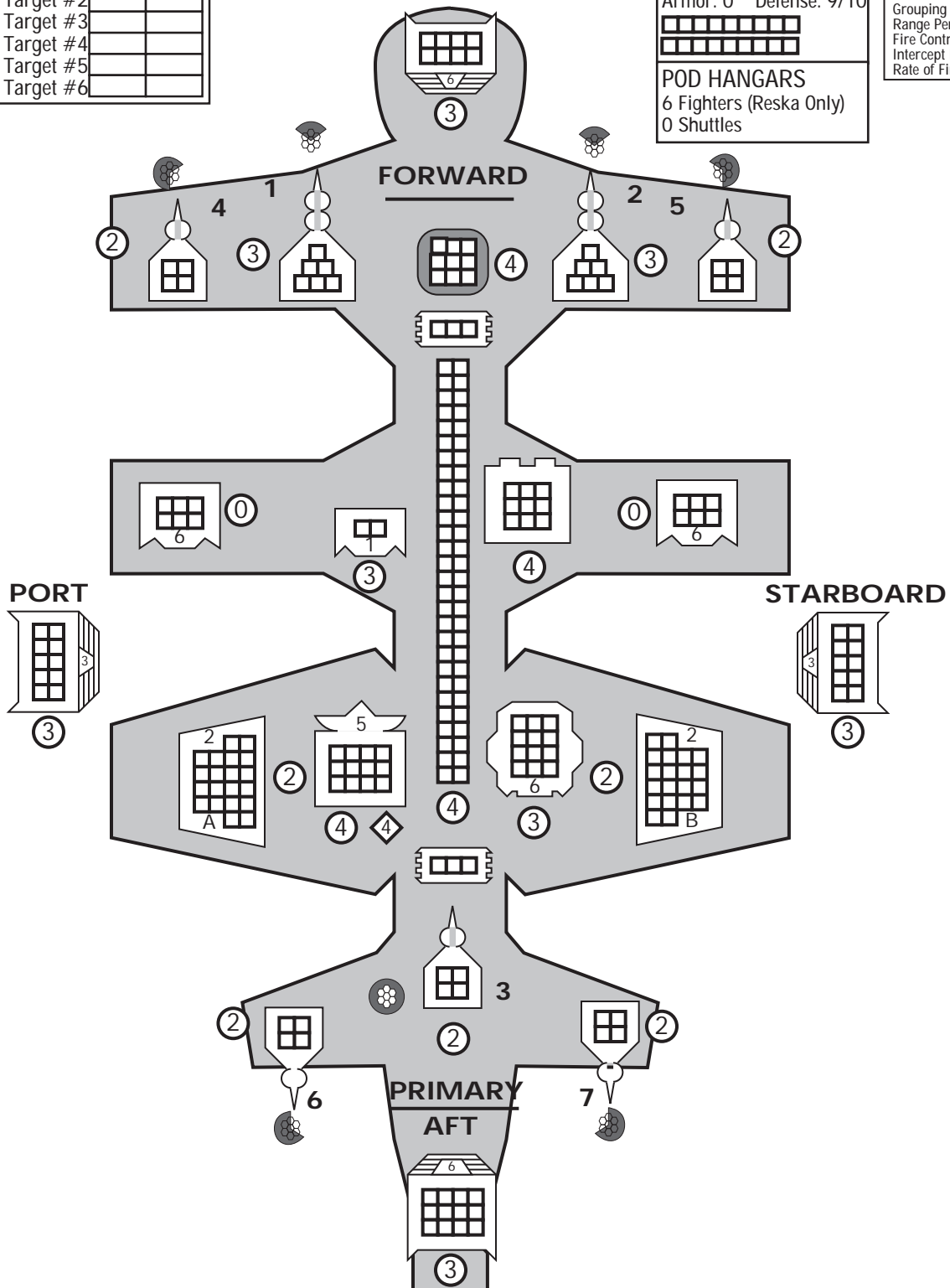
INTERNAL HANGAR

2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



POD HANGARS

6 Fighters (Reska Only)
0 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Light Pulse Cannon
- Med Pulse Cannon
- Bulkhead